

They came  
from the  
Steppes

# CONQUEST EUROPA

"Now these vast spaces the sun shines upon from the Tigris to the Isles of Britain, the whole of Africa, Egypt and Palestine and whatever is subject to the Roman Empire lives in peace. You know the world is untroubled and of wars we hear only rumours"

John, Bishop of Constantinople, ca 400AD.

## PROLOGUE

Take the prophetic words of John, Bishop of Constantinople, and look at what happened to the Roman Empire within a decade. European history began in the 5th Century with the collapse of the western half of the Roman Empire under the onslaught of many barbaric Germanic tribes. The history of Europe is filled with numerous migrations of peoples bent on conquest; from the early Vandals who moved from central Europe through Spain to North Africa, to the rampaging of the Mongol hordes in the 13th and 14th Centuries. This game attempts to recreate that turbulent period of European history, with each of the six players controlling the destiny of at least six major races, each hoping to conquer Europe and make it their own.

## BASIC RULES

The standard Britannia rules, 2nd Edition, apply except as amended below.

## DEPARTURES FROM THE BASIC RULES

### MOVEMENT

Units may move through another nation's territory provided that an equivalent force is left there to do battle. Units may move two areas, except Byzantines who move one, and nations with *Enhanced Movement*.

### ENHANCED MOVEMENT

This is up to three areas per turn.

### BOATS

"Boats" may land in any coastal territory on a sea area adjacent to that on which they start, or the same sea area. Thus an army starting in Libya may use boats and land in Granada. They may go no further that turn, unless they have *Enhanced Movement* in which case they may move one further land area. With a leader, no additional on land movement is allowed - the move ends in the coastal province. Boats may not move through the Bosphorus, Straits of Gibraltar, or the Skagerrak without the permission of the player(s) controlling both adjacent territories, namely Constantinople/Nicea, Morocco/Seville, and Denmark/Sweden respectively.

Half boats may only cross the sea area on which they start. As in above paragraph, *Enhanced Movement* entitle the player to move an additional land area does not.

Boats, or half boats, cannot remain at sea at the end of their turn.

A unit which enters a combat having used boats to reach the area of combat may use the boats for retreat so long as they retreat to the land area from which they started.

Any nation with boats, or half boats, may use them to retreat when forced to do so, and a sea route is open - standard sea movement applies.

Moslem nations with boats, may not use them to cross either Mid Atlantic or North Atlantic sea areas.

### APPEARANCE OF UNITS ON BOARD

Units 'appearing' in a turn do so at the beginning of their people's turn in the area(s) specified on the Turn Record Chart. Where units appear in a territory controlled by another people a pre-move combat occurs. The 'appearing' units are always the defenders. After placement (and the resolution of any combat) the nation registers population increase.

### NORWAY / SWEDEN / NORTH SEA / SKAGERRAK

No movement is allowed between Norway and Skagerrak, or between Sweden and North Sea.

### JURA and ROME

These become neutral from the start of Turns 13 and 14 respectively. Any units occupying these areas are removed and one neutral unit placed there. These act defensively only. If defeated a new unit appears automatically at the start of each subsequent game turn, and will engage any occupying force at the start of the occupying force's turn. Both Jura and Rome lose all value for breeding purposes when neutral.

### SUBMISSION AND REVOLT

#### General Submission

A people down to one area may submit to anyone attacking them. They then become an 'internal people' i.e. are reduced to one unit, get no population expansion and receive no VPs for that last area. In addition the area is also occupied by the people they submitted to. The submitted nation may revolt in its own turn (treat as if they 'appeared' in that area) but they may not submit to anyone else. In other words, once a nation has attempted a revolt, it would never be allowed to submit again for fear of a repeat performance.

When a nation submits and is reduced to one unit, it may share an area with the units belonging to the nation to which it has submitted. For the purposes of stacking limits after the controlling nation's turn, the submitted unit is not taken into account.

#### Revolt

To revolt, the player of a submitted nation, chooses to revolt at the start of his/her turn. This is treated as if the unit appeared in the area, and the pre-move combat resolved before population building and normal movement can occur.

If the controlling nation's units should move from the province containing a submitted nation, the subject nation is still submitted to the controlling nation. Revolt under this circumstance would be automatically successful. The controlling nation could, if the player so wishes, release the submitted nation.

Where a controlling nation has moved away, and has not released its subject, and a third nation invades the province where the subject nation is, the subject nation may submit to the new invaders, and the previous submission is now negated.

If a people ever changes its name (eg Visigoth -> Spanish) they are treated as a different people for the purposes of this rule. This applies to both submitted nation and "submitted to" nation. In other words, a submitted nation could resubmit to a "new" master when that nation "changes", or the submitted nation, having changed would resubmit to the old master.

If a nation which has previously been 'submitted to' by another people is subsequently eliminated, the 'submitting' nation is "released" and can commence building population again (this does not count as revolt), or submit to another nation should they so wish.

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Should the internal people agree, they can move with their overlords.

Should a conflict result in an area containing an invading force, an overlord, and an internal people, the internal people may elect to fight alongside their masters. However, should a unit be forced to be removed, the option of which to remove lies with the overlord. An internal people cannot, however, fight for the invader.

Where the internal people do not elect to help, the invading force must first defeat the entrenched overlord; the internal people can then elect to fight, or submit to, the new controlling force.

## Special Submission

- a) **Turn 1 - Byzantines/Ostrogoths:** Ostrogoths capable of reaching Byzantine occupied areas during the second phase of the Hun Major Invasion may retreat and submit. Any attack on such a shared area must first engage and defeat the Byzantine force alone, before engaging the Ostrogoths. During their own turn, the Ostrogoths may move into Byzantine held areas and submit. They may not move through Byzantine held areas. Submission ends at the end of Turn 4 when the Ostrogoths become Germans.
- b) **Turn 9 - Germans/Italians:** The Italians may submit at any time after the German moves have been completed, and before the German turn ends. German units, sharing areas with Italians at the time of submission, must withdraw immediately to the area(s) from which they started. If submission occurs in phase one of the Major Invasion, such units may be redeployed as normal. Submission ends at the start of the Italian turn in Turn 13.
- c) **Turn 10 - Byzantines/Serbs:** The Serbian nation (all units) may submit at any time after Byzantine moves have been completed and before the Byzantine turn ends. As soon as submission is received, the Byzantines may build a fort in every area occupied by the submitting nation; any Byzantine army units sharing a 'submitted' area must withdraw immediately to the area(s) from which they started. Any subsequent attack on a 'submitted' area must engage and defeat the Byzantine fort alone, and then engage the native units (native force may retreat/submit/fight as normal). The defeat of any Byzantine Fort occupying a 'submitted' area (by any nation) brings immediate independence for the native population, who must at the first opportunity attack any remaining Byzantine Forts occupying their areas, and can make no other attacks until all such forts have been defeated.  
The Byzantines cannot prevent Serbs breeding or moving. Any new areas won by Serbs whilst under submission do not come under Byzantine control. Submission ends at the start of the Serb turn in Turn 14.
- d) **Turn 10 - Byzantines/Bulgars:** The Bulgar nation (all units) may submit at any time after Byzantine moves have been completed and before the Byzantine turn ends. As soon as submission is received, the Byzantines may build a fort in every area occupied by the submitting nation; any Byzantine army units sharing a 'submitted' area must withdraw immediately to the area(s) from which they started. Any subsequent attack on a 'submitted' area must engage and defeat the Byzantine fort alone, and then engage the native units (native force may retreat/submit/fight as normal). The defeat of any Byzantine Fort occupying a 'submitted' area (by any nation) brings immediate independence for the native population, who must at the first opportunity attack any remaining Byzantine Forts occupying their areas, and can make no other attacks until all such forts have been defeated.  
The Byzantines cannot prevent Bulgars breeding or moving. Any new areas won by Bulgars whilst under submission do not come under Byzantine control. Submission ends at the start of the Bulgar turn in Turn 13.

All of the submission rules apply i.e. submitted nations do not score VPs whilst submitted (except Italians as per card) and may not populate without permission (except Serbs/Bulgars as noted above).

## DESERT AREAS

Desert Areas have no breeding value, but may be occupied to achieve strategic objectives, Victory Points, or to maintain current population. In other respects they act as rough areas but may only be occupied by one unit except by a people which appeared in that particular area on that turn.

## ENHANCED FIGHTING

**Enhanced Attack:** Attacker kills on a dice throw of 4, 5, and 6.

**Enhanced Defence:** Defender is killed on only a 6.

**Enhanced Fighting:** Nation has both Enhanced Attack and Enhanced Defence.

## FIGHT AS THEY MOVE

In some cases certain units are given the ability to 'fight as they move'. All units then move as a single force, one area at a time, fighting any opposing units they encounter. The force may continue on this basis as long as it wishes, provided that all opponents are eliminated (retreat) from an area before moving on. The force may, of course, leave behind in occupation any number of its units if it wishes. Units stop on entering a rough area unless with a leader.

Such a force may never move to, or through, any area previously entered by itself in the same game turn although it may re-enter its point of origin.

## RETREAT BEFORE COMBAT

Nations reduced to one area only may, if attacked, retreat before combat obeying the usual retreat rules. Nations may do this in preference to submission.

## PRE-MOVE COMBAT

When a nation revolts against the nation to which it has previously submitted, and when units appear in an area occupied by another nation, a pre-move combat occurs. The "revolting"/"appearing" nation are always the defenders. In either case, should the "revolting" / "appearing" nation only have units in that area they may take advantage of the "retreat before combat" rule if an unoccupied area is adjacent. Alternatively they could opt to fight the occupying force, in which case standard combat rules apply.

## SACK ROME

Visigoths and Vandals score points for "sacking Rome" in Turns 1 and 3 respectively. This means that units of those two nations must attack and clear Rome of any other nation's units even if they are killed in the process (mutual annihilation).

## ROMAN SERVICE

In certain turns, Byzantine, Visigoths and Celts may accept "Roman Service" i.e. may move or retreat into Roman fortified areas without engaging the fort. Units attacking them must engage the fort also. Should an area containing both a Roman Fort and a nation under Roman Service be attacked by another nation, the army must be killed before the fort can be destroyed. Forts do not count towards stacking limits.

## FORTS

These are treated as armies in combat. They do not count towards stacking limits.

## BYZANTINE FORTS

These can only be built in Turns 1 and 2 (and wherever specially mentioned in the Turn Record Chart). Forts are built by placing a fort counter into an area solely occupied by a Byzantine unit at any time during the Byzantine turn.

**CONSTANTINOPLE**

Constantinople has a separate counter, with a Double Fort on one side, and a Single Fort on the other. Any nation occupying Constantinople from the start of a Turn may build one level of fort there at any time during that nation's turn. Thus if the fort is completely eliminated in an attack, the occupying nation can build a Single Fort in its next turn, and to the Double Fort in the following turn. Combat in Constantinople follows the standard rules - armies are removed before either fort.

**STACKING LIMITS**

	Mountains/Marsh	Grassland	Waste
Normal	2	3	1
Field army (only 1 of)	4	unlimited	1

These limits are effective at the end of every nation's movement phase, but not during movement. These limits may not be exceeded during the Increase Population phase, nor may they be exceeded as a result of retreats. Leaders are in addition to the above limits. Forts do not count towards stacking limits.

**MAGYAR HOMELAND**

This is an area in which their major force is raised in Turn 8. This could be an area containing another force, and as a result of a victory in the pre-move combat, that force could elect to stay put without going for its "Grand Tour".

**MOSLEM NATIONS**

With reference to the scoring conditions of the Fatimids and Spanish, Moslem races are as follows:-

Fatimids, Umayyads, Abbasids, Murabits, Ottomans.

**NATIONS CHANGING NAME**

In most case (except where specified) when a nation changes name (eg Visigoths-Spanish, Huns-Bulgars) the current population increase level is retained by the new nation, and all counters of the old nation are replaced by counters for the new nation.

**INITIAL SETUP**

Hun (10)	Astrakhan (10)
Ostrogoth (11)	Pomerania, Prussia, Lithuania, Poland, Galicia, Kiev, Ukraine, Hungary, Transylvania, Wallachia, Moldavia
Vandal (10)	Swabia (10)
Visigoth (10)	Croatia (10)
Scirian (10)	Bavaria (10)
Persian (8)	Syria (3), Persia, Mesopotamia, Azerbaijan, Armenia, Georgia
Lombard (2)	Bohemia, Moravia
Frank (2)	Franconia, Thuringia
Burgundian (1)	Lorraine
Dane (1)	Denmark
Saxon (2)	Saxony, Frisia
Slav (7)	Smolensk (5), Chernigov, Vladimir
Balt (1)	Livonia
Celt (5)	Wessex, Anglia, Mercia, Northumbria, Scotland
Byzantine Forts (19)	Constantinople (2)*, Bulgaria, Thrace, Macedonia, Greece, Serbia, Nicea, Lycia, Pontus, Phrygia, Cappadocia, Trebizond, Antioch, Lebanon, Judea, Egypt, Bosnia, Epirus
Byzantine Armies (19)	Thrace (2), Nicea (2), Bulgaria, Macedonia, Greece, Serbia, Lycia, Pontus, Phrygia, Cappadocia, Trebizond, Antioch, Lebanon, Judea, Egypt, Bosnia, Epirus
Roman Forts (33)	Each Spanish, French, Italian area (including Sardinia), Morocco, Tunis, Libya, Jura, Tyrolia, Dalmatia, Austria

All remaining areas are unoccupied.

\* Constantinople has its own 2F/1F counter.

**COUNTER MIX AND LEADERS**

Mongol	15	Genghis Khan	Burgundian	10	Philip the Bold, Charles the Bold
Cuman	12		Pole	15	Wladislaw II, Casimir The Great
Seljuk	15	Alp Arslan	Dane	10	Canute
Khazar	10	A leader	German	20	Otto
Avar	15		Saxon	10	
Hun/Bulgar	15	Huns: Attila	Varangian	15	Rurik, Oleg, Sviataslav, Alexander Nevsky
		Bulgars: A leader			
Ostrogoth	15	Theodoric	Slav	12	
Vandal	12		Serb	10	Steven Dushan
Visigoth/Spanish	15	Visigoths: Alaric	Balt/Lithuanian	10	Wladislaw II, Casimir The Great
		Spanish: El Cid	Celt	8	
Scirian	10	Odoacer	Crusader	10	
Fatimid	15		Byzantine	30+20f	Belisarius, Heraclius, Basil
Abbasid	20		Ottoman	20	Bayezid, Mohammed II
Persian	12	Chosroes II	Timurid	15	Timur
Murabit	8		Roman	34f	Sygarius
Umayyad	10*		Neutral	3	
Italian	10		Submitted	15	
Lombard	10		Constantinople	2	
Magyar	10		Others		Turn Marker, Current Nation Marker
Norman	20*	Anglo N.: William, Black Prince, Henry V			[* Umayyads start turn with 25 units, 15 from another red faction which become Abbasids in the following turn - see special notes for Umayyads and Abbasids]
		Sicilian N.: Guiscard			[ See details for these leaders under Pole and Lithuanians in the following section.]
Frank/French	20/15	Franks: Clovis, Charles Martel, Charlemagne			[* White player can only have a maximum of 20 counters on board at any time between Anglo and Sicilian Normans.]
		French: Joan of Arc			

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## NATION BY NATION

### ABBASID (blue)

#### Notes

Turn 6 Start All surviving "alternative" Umayyad counters plus any "normal" Umayyads that have not crossed the Mediterranean are replaced by Abbasids. Boats.  
Turn 7 Boats.

#### Victory points

Turn 6 Crete, Cyprus, Libya, Sicily, Mesopotamia, Kazakhstan, Turkestan (2); each other area (1)  
Turn 12 Mesopotamia (3); each other area (1)

### AVAR (red)

#### Notes

Turn 3 Steppes (12) in Major Invasion.

#### Victory Points

Turn 3 Each area (1)  
Turn 7 Hungary (2); Austria, Transylvania (1)

### ANGLO NORMAN (white)

#### Notes

Turn 11 Start Normans are split into two factions, as owning player chooses (Anglo and Sicilian). Nations move at the same time. The Anglo Normans inherit the Norman population level. Normandy (6, William). Major Invasion. Boats.  
Turn 12 If William was not killed during Turn 11, after the population increase phase for the Anglo Norman in Turn 12 certain areas of France are inherited by the Anglo Normans, dependent on their occupying certain British areas:-  
If Anglia held, Normandy is occupied.  
If Northumbria held, Guyenne is occupied.  
If Wales is held, Brittany is occupied.  
If Dublin is held, Poitou is occupied.  
Units from any other nation occupying these areas are replaced with one Anglo Norman unit which, thereafter, are treated as fully integrated Anglo Norman units. If empty, one Anglo Norman unit appears anyway.  
Turn 15 Guyenne (Black Prince); if occupied by another nation, no pre-move combat occurs between the Black Prince and those units. The Anglo Norman player may move the Black Prince out of Guyenne, or move Anglo Norman units in, and join in an attack against the occupying force. Boats.  
Turn 16 Picardy (2, Henry V); at end, Anglo Norman units in France reduce to one unit per area; Henry V returns to any Anglo Norman area in Britain; if no area, Henry V dies. Special alliance possible with Burgundians.

#### Victory Points

At any turn Kill Joan of Arc (3)  
Turn 9 Normandy (2)  
Turn 12 Wales, Dublin (2); all other areas (1)  
Turn 15 Each French killed (1)  
Turn 16 Each French killed (1); each area (1)

### BALT (white)

#### Notes

Turn 14 Balts become Lithuanians.

#### Victory Points

Turn 3 Prussia (2); Livonia (1)  
Turn 7 Pomerania (2); Prussia, Livonia (1)  
Turn 12 Prussia, Livonia (2)  
Turn 13 Each German killed (1)

### BULGAR (blue)

#### Notes

Turn 4 End Huns become Bulgars.  
Turn 7 Any Bulgar area (3, leader) or Bulgaria if none.  
Turn 8 Any Bulgar area (leader).  
Turn 10 May submit to Byzantines any time during this turn.  
Turn 13 Revert to independence if submitted (as revolt).

#### Victory Points

Turn 7 Bulgaria (3); Wallachia, Transylvania (2); Moldavia (1)  
Turn 8 At end of Bulgar turn, if Bulgaria occupied, Serbia, Bosnia, Wallachia (2)  
Turn 12 Bulgaria (3)  
Turn 16 Bulgaria (2)

### BURGUNDIAN (blue)

#### Notes

Turn 2 Any Burgundian area (2) or Burgundy if none.  
Turn 8 Franks split up - if Franks own Burgundy or Provence, replace with Burgundian units  
Turn 15 Burgundy (3, Philip the Bold).  
Turn 16 Burgundy (2, Charles the Bold); the Burgundians may form an alliance with the Anglo Normans or the French, or both. The Burgundians may form an alliance with the Anglo Normans, and attack the French at the end of the Anglo Norman turn. They may then ally with the French against the Anglo Normans. If they do so, they forfeit any Victory Points they would otherwise have earned in alliance with the Anglo Normans. If an alliance is reached, then the Burgundians must use at least one unit to attack one area held by his ally's enemy at the end of this ally's turn and before his own increase population phase. In alliance, the Burgundians score half the Victory Points earned by their ally during their ally's turn. If an alliance is formed, Charles the Bold enters play immediately.

**Victory Points**

Turn 3 Burgundy (2); each other area (1)  
 Turns 4 to 14 Any enemy killed (1)  
 Turn 16 Frisia, Picardy (3); Lorraine (2); Burgundy (1); each Anglo Norman killed (1); each French killed (1)

**BYZANTINE (yellow)**

**Notes**

**General** All new units enter the game in either Thrace or Nicea - Constantinople may be used if either Thrace or Nicea have been lost. In addition, one unit may be raised elsewhere in the Empire each turn. Unless using boats, Byzantine units can only move one area at a time (with leader two areas). There is no population limit for Thrace or Nicea for Byzantines. Byzantines populate at a half point per area regardless of area type (except turn 3 when they populate normally)  
 Turn 3 Belisarius; "Normal" population; may receive Roman Service (taking precedence), Roman forts thus occupied are "half Byzantine", both Romans and Byzantines get VPs for them. Major Invasion. Boats.  
 Turn 4 Heracleus; May "return home" by boat, but only to areas that were Byzantine at the start of the game and are Byzantine now.  
 Turn 10 Basil; Bulgars and Serbs may submit at any time during this turn, Byzantines immediately build a fort in each "submitted" area.

**Victory Points**

Turn 1 Each Ostrogoth submitting (1)  
 Turn 3 Each area in Iberia (2); each area in Italy (1½); each area in North Africa (1½); each other area (1)  
 Turn 4 Each Persian killed during Byzantine turn (1)  
 Turn 7 Sicily, Apulia (2); Bulgaria, Cappadocia, Trebizond (1½); each other area (1)  
 Turn 10 Each Serb and Bulgar submitting (1); each European area, Byzantine at the start of the game and subsequently lost, reconquered (including "submitted" Serb and Bulgar) (1)  
 Turn 12 Cyprus, Antioch, Crete, Croatia (2); Dalmatia, Bosnia, Wallachia (1½); each other area (1)  
 Turn 16 Nicea, Constantinople (3); each other area (1)

**CELT (orange)**

**Notes**

Turn 3 Celts may receive Roman Service (taking precedence over Visigoths' Roman Service). Half boats.

**Victory Points**

Any turn Each enemy killed (1)  
 Turn 3 Brittany, Anglia (2); Wessex, Mercia (1½); each other area in British Isles (1)  
 Turn 7 Wales, Scotland (2); each other area (1)  
 Turn 12 Dublin, Brittany, Orkney (2); each other area (1)  
 Turn 16 Scotland, Wales, Dublin (2); each other area (1)

**CRUSADER (orange)**

**Notes**

**General** Turns 12/13 - Special force. Turns 14-16 Normal population breeding.  
 Turn 12 A force of Crusaders is made up by adding the total increase population values for certain nations as at the start of each of those nation's turns. Nations contributing to the Crusader force have their normal population builds.

Contributing nations:-

Turn 12: German, French, Anglo Norman, Sicilian Norman.

Example

German (11pts), French (4), Anglo Norman (6), Sicilian Norman (3) = 24

=>Crusader force comprises 8 units

Force appears in one Byzantine area in, or adjacent to, Asia. Area is chosen by the Byzantines. If no suitable area, then force appears in Central Mediterranean. Crusader player may select one of the following movement modes - normal, boats, or "fight as they move". If using boats, or "fight as they move", Crusaders may not attack the Byzantines.

Turn 13 A force of Crusaders is made up by adding the total increase population values for certain nations. Nations contributing to the Crusader force have the normal population builds in Turn 13.

Contributing nations:-

Turn 13: As above, plus Magyars and Spanish.

Force appears in Central Mediterranean. Boats.

Boats.

Turn 14

**Victory Points**

Turn 12 Judea, Lebanon, Antioch (2); each other area (1)  
 Turn 13 Constantinople (3); Thrace, Macedonia, Greece, Cyprus (2); Judea, Lebanon, Antioch (1)  
 Turn 16 Each area (2)

**CUMAN (yellow)**

**Notes**

Turn 11 Kazakhstan (8).

**Victory Points**

Turn 11 Each Magyar killed (2); each Varangian killed (1)  
 Turn 12 Moldavia (3); each other area (2)  
 Turns 13/14/15 Each Mongol and Timurid killed (1)  
 Turn 16 Each area (2)

**DANE (blue)**

**Notes**

Turn 8 Denmark (3). Boats.

Turn 10 Canute. Boats.

**Victory Points**

At any turn Each German killed in Prussia, Pomerania or Livonia (1)  
 Turn 8 Mercia, Orkney (2); Anglia, Northumbria, Dublin (1)

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Turn 10	Wessex, Scotland (2); each other area (1)
Turn 12	Each area in British Isles (2); Karelia, Pomerania (2); each other area (1)
Turn 16	Each area (1)

### FATIMID (white)

#### Notes

Turn 7	Morocco (2), Tunis (2), Libya (2) replacing any units occupying any of these areas. Boats.
Turn 8	Boats.
Turn 9	Libya (3). Boats.

#### Victory Points

Turns 7/8/9	Each non-Moslem killed during Fatimid turn (see rules for definition of Moslem) (1)
Turn 7	Sicily (2); Morocco, Tunis, Libya (1)
Turn 12	Egypt, Judea, Lebanon (2); each other area (1)
Turn 16	Egypt, Judea, Lebanon, Antioch (2); each other area (1)

### FRANK (orange)

#### Notes

Turn 2	Any Frank area (max 8, Clovis) or Franconia if none. Major Invasion.
Turn 5	Charles Martel.
Turn 6	Any Frank area ( <b>Charlemagne</b> ); <i>Enhanced Movement</i> and <i>Enhanced Fighting</i> while Charlemagne lives.
Turn 8 Start	Franks split up; Replace as follows: French: anywhere in France (except Burgundy and Provence), Castille, Aragon. Burgundian: Burgundy, Provence. Franks split up replacing all Frankish units in Italy with Italian units. In addition, Frankish units in Tyrolia may be replaced with an Italian unit so long as this would leave the Italians with less areas than the Germans. If the Italians have less than 3 areas, they may replace any other nations' units in Lombardy, Venice and Rome with one Italian unit to bring them up to a maximum of three areas. German: all other Frank units. All Saxon units outwith the British Isles are replaced with Germans.

#### Victory Points

Turn 2	Kill Sygarius (2)
Turn 3	Languedoc, Bavaria, Provence, Bohemia (2); each other area in France (1); Swabia, Franconia, Lorraine (1)
Turn 5	Each Umayyad killed during Frank turn (1)
Turn 6	If Charlemagne captures Rome, Emperor (3)
Turn 7	Benevento (3); Austria, Moravia, Bohemia, Rome, Tuscany, Venice, Lombardy (2); each other area (1)

### FRENCH (orange)

#### Notes

Turn 8 Start	Franks split up replacing Frank units with French anywhere in France (except Burgundy and Provence), Castille, Aragon. French retain current Frankish population total.
Turn 16	Any one French area (5, Joan of Arc) or Auvergne if none; Special alliance possible with Burgundians.

#### Victory Points

Any turn	Each Umayyad or Fatimid killed during own turn (1); each English killed (1)
Turn 12	Normandy, Brittany, Poitu, Guyenne (2); each other area (1)
Turn 16	Burgundy, Brittany, Picardy, Frisia (2); each other area (1)

### GERMAN (red)

#### Notes

General	May not count any area in Italy towards population increase.
Turn 4 End	Ostrogoths become Germans.
Turn 8 Start	Franks split up. After replacing with Burgundians, French, and Italians all remaining Frankish units become German. All Saxon units outwith the British Isles are replaced with Germans.
Turn 9	Swabia (6, Otto); Italians may submit to Germans after first phase. Major Invasion.
Turn 13	Boats.
Turn 14	Boats.

#### Victory Points

At any turn	Provided that a "corridor" from Silesia to Rome is maintained, and Rome is occupied, Holy Roman Emperor (3) (If Italians have submitted, they may form part of that chain)
Turn 9	Each area won from the Italians, or acquired by them if they submit (1)
Turn 12	Pomerania, Silesia, Bohemia, Moravia, Austria (2); Frisia, Lorraine (1½); each other area (1) including areas occupied by submitted Italians
Turn 16	Livonia, Tuscany, Lombardy, Venice (2); Prussia, Moravia, Austria (1½); each other area (1)

### HUN (blue)

#### Notes

Turn 1	Major Invasion.
Turn 2	Ukraine (8, Attila); units bred may join. Major Invasion.
Turn 4 End	Huns become Bulgars.

#### Victory Points

Turn 1	Each Ostrogoth killed (1)
Turn 2	Each Ostrogoth killed (2); at end of Hun turn, if occupied, Lorraine, Burgundy, Provence (3)
Turn 3	Ukraine (3); each other area (1)

### ITALIAN (blue)

#### Notes

General	Should the Italians be annihilated, their entitlement to boats and Victory Points may be inherited by any non-German nation occupying Lombardy or Venice at the start of the particular Turn. If one nation occupies Lombardy, and another Venice, each is entitled to the use of boats and may score Victory Points for areas held outside Italy/Sicily/Sardinia. If the Italians submit to Otto in Turn 9 they cannot score points for Lombardy, Venice, Tuscany, or Rome in turn 12
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Turn 8 Start	Franks split up replacing all Frankish units in Italy with Italian units. In addition, Frankish units in Tyrolia may be replaced with an Italian unit so long as this would leave the Italians with less areas than the Germans. If, as a result of the aforementioned split up of the Frankish Empire, the Italians have less than 3 areas, they may replace any other nations' units in Lombardy, Venice and Rome with one Italian unit to bring them up to a maximum of three areas.
Turn 10	Boats.
Turn 11	Boats.
Turn 12	Boats.
Turn 13	Revert to independence if submitted (as revolt). Boats.
Turn 14	Boats.
Turn 15	Boats.
Turn 16	Boats.

**Victory Points**

Turn 12	Crete, Jura, Tyrolia (2); Dalmatia, Sardinia, Provence (1½); each other area (1)
Turn 16	If the Italians submitted to Otto in Turn 9 they cannot score points for Lombardy, Venice, Tuscany, or Rome in turn 12 Crete, Jura, Tyrolia, Epirus, Greece, Cyprus (2); Dalmatia, Sardinia, Provence (1½); each other area (1)

**KHAZAR (blue)**

**Notes**

Turn 4	Kazakhstan (10, leader).
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**Victory Points**

Turn 4	Steppes (2); Circassia, Astrakhan, Chernigov, Kiev, Ukraine (1)
Turn 7	Circassia, Astrakhan (2); each other area (1)
Turn 12	Circassia (2); each other area (1)
Turn 16	Each area (1)

**LITHUANIAN (white)**

**Notes**

**General** In Turns 15 and 16 Poles and Lithuanians may combine into one kingdom. Neither may attack the other, each continues to play independently. If they do unite a common leader, Wladislaw II, appears in Turn 15, and in Turn 16 Casimir the Great appears. Both leaders may be used by both nations; both appear in Lithuania at the start of the Polish turn. Should Wladislaw be killed before the start of the Lithuanians' Turn 15, Casimir is brought into play, and does not appear in Turn 16 at all. Should a leader be used by both nations, he is placed in any Lithuanian area at the start of their turn - he does not need to move from one empire to another.

Turn 14	Any Lithuanian area (3) or Lithuania if none.
Turn 15	Lithuania (3). Poles and Lithuanians may "combine" (see above)
Turn 16	Poles and Lithuanians may "combine" (see above)

**Victory Points**

At any turn	Each Mongol killed (1)
Turn 16	Moldavia, Ukraine, Chernigov (2); each other area (1) If allied with Poles, subtract 1VP at end of game

**LOMBARD (white)**

**Notes**

Turn 4	Austria (8). Major Invasion.
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**Victory Points**

Turn 3	Austria (2)
Turn 4	Benevento, Lombardy, Rome (2); Tuscany, Venice, Tyrolia (1)
Turn 7	Each area (1)
Turn 12	Each area (2)
Turn 16	Each area (1)

**MAGYAR (orange)**

**Notes**

Turn 5	Steppes (6).
Turn 8	Any area north and east of France and Italy, to be designated as their "homeland" (4); any units bred may join this force which <i>fight as it moves</i> , but all survivors must return to their "homeland" to score VPs. Others move normally after the previous group's move.

**Victory Points**

Turn 8	Each enemy killed by group " <i>fighting as it moves</i> " - Burgundian (2), Lombard (2), French (1), German (1), Italian (1), Slav. (½), Cannot score VPs unless there are survivors and these all return to the "homeland".
Turn 12	Dalmatia, Bosnia (2); Croatia, Transylvania (1½); Hungary (1)
Turns 13/14	Each Mongol killed during Magyar turn (2)
Turns 15/16	Each Ottoman killed during Magyar turn (2)
Turn 16	Hungary (3); Dalmatia, Bosnia, Croatia (2); each other area (1)

**MONGOL (red)**

**Notes**

<b>General</b>	Do not breed. <i>Enhanced Defence</i>
Turn 13	Turkestan (8, Genghis Khan); <i>Fight as they move</i> ; Genghis dies if force reduced below 4 units.
Turn 14	Kazakhstan (8); all units surviving from turn 13 are also placed in Kazakhstan. <i>Enhanced movement</i> this turn only.

**Victory Points**

Turn 13	Each enemy killed (1) provided at least one survivor returns to Kazakhstan
Turn 16	Each area (1)

**MURABIT (yellow)**

**Notes**

Turn 10	Morocco (4).
Turn 13	Umayyads become Murabits.

# CONQUEST EUROPA RULES

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## Victory Points

Turn 11	Libya (2); Morocco, Tunis (1)
Turn 12	Each area in Iberia (2); each area in North Africa (1)
Turn 16	Each area in Iberia (3); each area in North Africa (1)

## NORMAN (white)

### Notes

Turn 3	Norway (1).
Turn 8	Norway (4). Boats.
Turn 9	Boats.
Turn 11 Start	Normans are split into two factions, as owning player chooses (Anglo and Sicilian). Nations move at the same time. The Anglo Normans inherit the Norman population level, Sicilian Normans start at 0 population. Thereafter the two sub-factions maintain separate population levels.

## Victory Points

Turn 9	Normandy (2)
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## OSTROGOTH (red)

### Notes

Turn 1	May Special Submit to Byzantines during the second phase of Hun Major Invasion in Turn 1 by retreating into a Byzantine owned province. They may also move into a Byzantine held area during their own turn, but cannot move through it.
Turn 2	If submitted to Byzantine – Austria (max 10) led by Theodoric in Major Invasion.
Turn 4	Ostrogoths become Germans.

## Victory Points

At any turn	Kill Odoacer (3)
Turn 1	Each Hun killed (1)
Turn 2	Each area in Italy (2); each other area (1)
Turn 3	Each area in Italy (2)
No points thereafter	

## OTTOMAN (white)

### Notes

Turn 15	Any one area in Anatolia (15, Bayezid).
Turn 16	Nicea (8, Mohammed II).

## Victory Points

Turn 15	Antioch, Nicea (3); Lycia, Phrygia (2); Pontus, Trebizond, Cappadocia (1)
Turn 16	Thrace, Moldavia, Constantinople, Epirus, Serbia (3); Wallachia, Armenia (2); each other area (1)

## PERSIAN (orange)

### Notes

Turn 4	Syria (4, Chosroes II); Revolt in Persia; remove all Persians in Persia and place a "neutral" unit; Persians must be sole occupant of Persia at the end of the Persian turn to score full VPs this turn.
Turn 8	Turkestan (2).
Turn 9	Persia (6).
Turn 13	Persia (4).

## Victory Points

Turn 3	Each area in Asia (1); Georgia (1)
Turn 4	Egypt (2); Georgia, Judea, Lebanon (1½); Persia, Mesopotamia, Syria, Azerbaijan, Armenia, Antioch, Cappadocia, Trebizond (1) [half this if Persia remains neutral at end of turn].
Turn 7	Each area in Asia (1); Georgia (1)
Turns 8/9	Each Abbasid killed (1)
Turn 12	Each area in Asia (1); Georgia (1)
Turn 16	Each area in Asia (1); Georgia (1)

## POLES (green)

### Notes

General	In Turns 15 and 16 Poles and Lithuanians may combine into one kingdom. Neither may attack the other, each continues to play independently. If they do unite a common leader, Wladislaw II, appears in Turn 15, and in Turn 16 Casimir the Great appears. Both leaders may be used by both nations; both appear in Lithuania at the start of the Polish turn. Should Wladislaw be killed before the start of the Lithuanians' Turn 15, Casimir is brought into play, and does not appear in Turn 16 at all. Should a leader be used by both nations, he is placed in any Lithuanian area at the start of their turn - he does not need to move from one empire to another.
Turn 10 Start	Slavs north of Austria/Hungary/Moldavia become Poles, add extra units in one Polish area (Poland if none) to bring force up to 6 units minimum; Slavs south of A/H/M become Serbs and inherit Slavic population level; Slavs in A/H/M become Poles or Serbs at owning player's choice.
Turn 15	Poles and Lithuanians may combine into one kingdom (see above)
Turn 16	Poles and Lithuanians may combine into one kingdom (see above)

## Victory Points

At any turn	Each German killed (1)
Turn 10	Each area held at end of Polish turn (1)
Turn 12	Pomerania, Silesia (2); each other area (1)
Turn 16	Prussia, Silesia, Bohemia, Moravia (2); each other area (1); if allied with Lithuanians, subtract 1VP at end of game

## ROMAN (white)

### Notes

Do not breed, and have only forts.	
Turn 1	Orleans (Sygarius) or adjacent area if Orleans enemy-occupied; He may rebuild forts in French areas visited (including initial area).
Turn 3 End	After VPs, remove Roman forts (including "half Byzantine" forts).

**Victory Points**

- At any turn Each enemy killed (1)
- Turn 3 Each area (before removal of units at the turn end) (2)

**SAXON (yellow)**

**Notes**

- Turn 2 Saxony (2). Half boats.
- Turn 3 Saxony (2). Half boats.
- Turn 4 Half boats.
- Turn 8 Start Franks split up into Germans, Italians, French and Burgundians. All Saxon units outwith the British Isles are replaced with Germans.

**Victory Points**

- Turn 3 Wessex, Mercia, Northumbria (2); each other area (1)
- Turn 7 Wales, Scotland (2); each other area (1)
- Turn 12 Each area in England (2); each other area (1)
- Turn 16 Each area in England (2); each other area (1)

**SCIRIAN (yellow)**

**Notes**

- Turn 1 Odoacer.
- Turn 4 End Remove Scirians.

**Victory Points**

- Turn 1 Dalmatia, Croatia (2); each area in Italy (1); at end of Scirian turn, if Dalmatia and Rome occupied, Western Roman Emperor (4)

No points thereafter

**SELJUKS (green)**

**Notes**

- Turn 11 Turkestan (8, Alp Arslan). Major Invasion.

**Victory Points**

- Turn 11 Each Byzantine killed (1)
- Turn 12 Persia, Mesopotamia, Cappadocia (2); each other area (1)
- Turns 13/14/15 Each Mongol or Timurid killed (1)
- Turn 16 Each area (2)

**SERBS (green)**

**Notes**

- Turn 10 Start Slavs north of Austria/Hungary/Moldavia become Poles, add extra units in one Polish area (Poland if none) to bring force up to 6 units minimum; Slavs south of A/H/M become Serbs and inherit Slavic population level; Slavs in A/H/M become Poles or Serbs at owning player's choice.
- Turn 10 May submit to Byzantines any time this turn.
- Turn 14 Serbia (3, Steven Dushan) reverting to independence if submitted (as revolt).

**Victory Points**

- Turn 12 Each area (3)
- Turn 14 Each Byzantine killed during Serb turn (2)
- Turn 16 Each Ottoman killed during Serb turn (2), Each area (1)

**SICILIAN NORMAN (white)**

**Notes**

- Turn 11 Normans split into Anglo Normans and Sicilian Normans. Sicilian Normans start with 0 Population. Western Mediterranean (6, Guiscard). Major Invasion. Boats.

**Victory Points**

- Turn 12 Tunis (3); Sicily, Rome (2); each other area (1)
- Turn 16 Each area (1)

**SLAV (green)**

**Notes**

- Turn 2 One Slav held area (max 10), *fight as they move*; others then move normally.
- Turn 4 Any one Slavic area (8) or in last area they occupied if none.
- Turn 10 Start Slavs north of Austria/Hungary/Moldavia become Poles, add extra units in one Polish area (Poland if none) to bring force up to 6 units minimum; Slavs south of A/H/M become Serbs and inherit Slavic population level; Slavs in A/H/M become Poles or Serbs at owning player's choice.

**Victory Points**

- Turn 1 Each Ostrogoth killed (2)
- Turn 2 Each Byzantine killed (3); each Ostrogoth killed (2); each Hun killed (1)
- Turn 3 Each area (1)
- Turn 4 Each Byzantine killed (2); each Avar killed (1)
- Turn 7 Pomerania, Silesia, Poland, Croatia, Bosnia, Serbia (2); each other area (1)

**SPANISH (green)**

**Notes**

- Turn 7 Visigoths become Spanish.
- Turn 8 If no Spanish then Leon (2).
- Turn 11 Castille (2, El Cid).
- Turn 12 Aragon (2).
- Turn 13 Castille (2).
- Turn 15 Half boats.
- Turn 16 Half boats.

## CONQUEST EUROPA RULES

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### Victory Points

At any turn	Any Muslim killed
Turn 7	Castille (2); Leon (1)
Turn 12	Languedoc, Provence (3); Lusitania, Toledo, Aragon (2); each other area (1)
Turn 16	Sicily, Granada, Sardinia, Tunis (3); Morocco, Seville, Valencia (2); each other area (1)

### TIMURIDS (yellow)

#### Notes

Turn 15	Turkestan (10, Timur); <i>fight as they move</i> ; at end, Timur and one army (not Timur alone) may reappear in Turkestan. When Timur returns home in Turn 15, he must have a valid route back through open areas or Timurid held.
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#### Victory Points

At any turn	Kill Bayezid (2)
Turn 15	Each enemy killed (1) but only if Timur returns to Turkestan
Turn 16	Each area (1)

### UMAYYAD (red)

#### Notes

Turn 5	Arabia (10,15) - use 10 Umayyad counters, 15 armies use "alternative" red counters (eg Mongol) and may not cross the Mediterranean; <i>Enhanced movement</i> and <i>Enhanced fighting</i> for the whole turn. Both Umayyad forces must be maintained separately. Major Invasion. Boats in Phase 2 only.
Turn 6 Start	Abbasids replace "alternative" Umayyads, and any Umayyads that have not crossed the Mediterranean.
Turn 8	Boats.
Turn 13	Umayyads become Murabits

#### Victory Points

At any turn	Kill Charles Martel (2)
Turn 5	Judea, Languedoc, Turkestan (3); Armenia, Antioch, Toledo (2); each other area (1)
Turn 12	Each area (1)

### VANDAL (red)

#### Notes

Turn 1	<i>Fight as they move.</i>
Turn 2	Boats.
Turn 3	Boats.

#### Victory points

Turn 1	Each Roman killed (1); each area in Iberia (2)
Turn 2	Each Roman killed (1)
Turn 3	Sicily (3); Sardinia (2), Tunis, Morocco, Libya (1); Sack Rome (1)
Turn 4 and after	Each enemy killed (1)

### VARANGIAN (green)

#### Notes

Turn 6	Sweden (3).
Turn 7	Sweden (6, Rurik). Major Invasion.
Turn 8	Oleg.
Turn 9	Prince Sviataslav.
Turn 13	Alexander Nevsky.

#### Victory Points

At any turn	Kill Genghis Khan (3); each Mongol killed (1)
Turn 7	Kiev (3); Novgorod (2); each other area (1)
Turn 9	Each area (1)
Turn 12	Each Mongol killed (1); Ukraine, Lithuania (2); Galicia (1½); each other area (1)
Turn 16	Lithuania, Galicia, Livonia, Ukraine (2); Kiev, Chernigov, Smolensk (1½); Vladimir, Novgorod, Karelia (1)

### VISIGOTH (green)

#### Notes

Turn 1	Alaric; May receive Roman Service after first move (leaving 2 armies in Rome). Major Invasion.
Turn 7	Visigoths become Spanish.

#### Victory Points

Turn 1	Each Roman killed (1); at end of Visigoth turn, Sack Rome (4)
Turn 2	Accept Roman Service: each Vandal killed (2); Guyenne (3) Remain independant: each Roman killed (1); each area in Italy (1)
Turn 3	Each area in Iberia (2); each other area (1)
Turn 4	Each Byzantine army killed in Iberia (1)

## TURN BY TURN

### TURN 1 (400-480)

Ostrogoth:	During Hun's 2nd phase, Ostrogoths may retreat into Byzantine areas (one unit per area) and Special Submit.
Vandal:	<i>Fight as they move.</i>
Visigoth:	Alaric; may receive Roman Service after first move (leaving 2 armies in Rome).
Scirian:	Odoacer.
Roman:	Orleans (Sygarius) or adjacent area if Orleans enemy-occupied; he may rebuild forts in French areas visited (including initial area).
Major Inv:	Hun, Visigoth

### TURN 2 (480-530)

Hun:	Ukraine (8, Attila); units bred may join.
Ostrogoth:	If submitted to Byzantine - Austria (max 10) led by Theodoric in Major Invasion.
Frank:	Any Frank area (max 8, Clovis) or Franconia if none.
Burgundian:	Any Burgundian area (2) or Burgundy if none.

Saxon: Saxony (2).  
 Slav: One Slav held area (max 10), *fight as they move*; others then move normally.  
 Major Inv: Hun, Frank, Ostrogoth (special)  
 Boats: Vandal, Saxon (half)

**TURN 3 (530-600)**

Avar: Steppes (12).  
 Norman: Norway (1).  
 Saxon: Saxony (2)  
 Celt: Celts may receive Roman Service (taking precedence over Visigoths' Roman Service).  
 Byzantine: Belisarius; "Normal" population; may receive Roman Service (taking precedence), Roman forts thus occupied are "half Byzantine", both Romans and Byzantines get VPs for them.  
 Turn end: After VPs, remove Roman forts (including "half Byzantine" forts).  
 Major Inv: Avar, Byzantine  
 Boats: Vandal, Saxon (half), Celt (half), Byzantine

**TURN 4 (600-670)**

Khazar: Kazakhstan (10, leader).  
 Persian: Syria (4, Chosroes II); revolt in Persia; remove all Persians in Persia and place a "neutral" unit; Persians must be sole occupant of Persia at the end of the Persian turn to score full VPs this turn.  
 Lombard: Austria (8).  
 Slav: Any one Slavic area (8) or in last area they occupied if none.  
 Byzantine: Heraclius; May "return home" by boat, but only to areas that were Byzantine at the start of the game.  
 Turn end: Huns become Bulgars, Ostrogoths become Germans, Scirians disappear.  
 Major Inv: Lombard  
 Boats: Saxon (half)

**TURN 5 (670-740)**

Umayyad: Arabia (10,15) - use 10 Umayyad counters, 15 armies use "alternative" red counters (eg Mongol) and may not cross the Mediterranean; *Enhanced movement* and *Enhanced Fighting* for the whole turn. Both Umayyad forces must be maintained separately.  
 Magyar: Steppes (6).  
 Frank: Charles Martel.  
 Major Inv: Umayyad  
 Boats: Umayyad (Phase 2)

**TURN 6 (740-800)**

Turn start Abbasids replace Umayyads as follows: all surviving "alternative" counters plus any "normal" Umayyads that have not crossed the Mediterranean.  
 Frank: Any Frank area (Charlemagne); *Enhanced movement* and *Enhanced Fighting* while Charlemagne lives.  
 Varangian: Sweden (3).  
 Boats: Abbasid

**TURN 7 (800-850)**

Bulgar: Any Bulgar area (3, leader) or Bulgaria if none.  
 Visigoth: Visigoths become Spanish.  
 Fatimid: Morocco (2), Tunis (2), Libya (2) replacing any units occupying any of these areas.  
 Varangian: Sweden (6, Rurik).  
 Major Inv: Varangian  
 Boats: Fatimid, Abbasid

**TURN 8 (850-910)**

Turn Start Franks split up; Replace as follows:  
 French: anywhere in France (except Burgundy and Provence), Castille, Aragon.  
 Burgundian: Burgundy, Provence.  
 Italian: any Italian area. In addition, Frankish units in Tyrolia may be replaced with an Italian unit so long as this would leave the Italians with less areas than the Germans. If the Italians have less than 3 areas, they may replace any other nations' units in Lombardy, Venice and Rome with one Italian unit to bring them up to a maximum of three areas.  
 German: all other Frank units. Also replace any Saxon units not in the British Isles.  
 French retain Frankish population counter.  
 Bulgar: Leader.  
 Spanish: If no Spanish then Leon (2).  
 Persian: Turkestan (2)  
 Magyar: Any area east of French-Italian border (4); any units bred may join this force which *fight as it moves*, but must return to their original area to score VPs. Others move normally.  
 Norman: Norway (4).  
 Dane: Denmark (3).  
 Varangian: Oleg.  
 Boats: Fatimid, Umayyad, Norman, Dane

**TURN 9 (910-970)**

Fatimid: Libya (3).  
 Persian: Persia (6).  
 German: Swabia (6, Otto); Italians may submit to Germans after first phase.  
 Varangian: Prince Sviataslav.  
 Major Inv: German  
 Boats: Fatimid, Norman

**TURN 10 (970-1030)**

Turn Start: Slavs north of Austria/Hungary/Moldavia become Poles, add extra units in one Polish area (Poland if none) to bring force up to 6 units minimum; Slavs south of A/H/M become Serbs and inherit Slavic population level; Slavs in A/H/M become Poles or Serbs at owning player's choice.

## CONQUEST EUROPA RULES

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Bulgar:	May submit to Byzantines any time this turn.
Murabit:	Morocco (4).
Dane:	Canute.
Serb:	May submit to Byzantines any time this turn - see rules.
Byzantine:	Basil; Bulgars and Serbs may submit at any time during this turn, Byzantines immediately build a fort in each "submitted" area.
Boats:	Italian, Dane

### TURN 11 (1030-1090)

Turn Start:	Normans split into two groups as owning player chooses: Anglo Normans (which inherit population level) and Sicilian Normans.
Cuman:	Kazakhstan (8).
Seljuk:	Turkestan (8, Alp Arslan).
Spanish:	Castille (2, El Cid).
Anglo N:	Normandy (6, William).
Sicilian N:	Western Mediterranean (6, Guiscard).
Major Inv:	Seljuk, Anglo Norman, Sicilian Norman
Boats:	Italian, Anglo Norman, Sicilian Norman

### TURN 12 (1090-1170)

Spanish:	Aragon (2).
Anglo N:	Receive French territory after French population increase (see rules).
Crusaders	Force appears in one Byzantine area in, or adjacent to, Asia. Area is chosen by the Byzantines. If no suitable area, then force appears in Central Mediterranean. Crusader player may select one of the following movement modes - normal, boats, or "fight as they move". If using boats, or "fight as they move", Crusaders may not attack the Byzantines.
Boats:	Italian, Crusaders (see notes)

### TURN 13 (1170-1255)

Turn start:	Jura becomes neutral. Umayyads become Murabits.
Mongol:	Turkestan (8, Genghis Khan); <i>fight as they move</i> ; Genghis dies if force reduced below 4 units. <i>Enhanced Defence</i> .
Bulgar:	Revert to independence if submitted (as revolt).
Spanish:	Castille (2).
Persian:	Persia (4).
Italian:	Revert to independence if submitted (as revolt).
Varangian:	Alexander Nevsky.
Crusader:	Central Mediterranean
Boats:	Italian, German, Crusader

### TURN 14 (1255-1340)

Turn start:	Rome and Jura become neutral. Balts become Lithuanians.
Mongol:	Kazakhstan (8); all units surviving from Turn 13 are also placed in Kazakhstan. <i>Enhanced movement</i> . <i>Enhanced Defence</i> .
Serb:	Serbia (3, Steven Dushan) reverting to independence if submitted (as revolt).
Lithuania:	Any Lithuanian area (3) or Lithuania if none.
Boats:	Italian, German, Crusader

### TURN 15 (1340-1410)

Turn start:	Rome and Jura become neutral.
Anglo N:	Guyenne (Black Prince); if occupied by another nation, no pre-move combat occurs between the Black Prince and those units. The Anglo Norman player may move the Black Prince out of Guyenne, or move Anglo Norman units in, and join in an attack against the occupying force.
Burgundian:	Burgundy (3, Philip the Bold).
Pole:	Poles may "combine kingdoms" with Lithuanians, in which case, Lithuania (Wladislaw II)
Lithuanian:	Lithuania (3, Wladislaw II, or Casimir the Great, if "combined" with Poles)
Ottoman:	Any one area in Anatolia (15, Bayezid).
Timurid:	Turkestan (10, Timur); <i>fight as they move</i> ; at end, Timur and one army (not Timur alone) may reappear in Turkestan.
Boats:	Spanish (half), Italian, Anglo N

### TURN 16 (1410-1480)

Turn start:	Rome and Jura become neutral.
Anglo N:	Picardy (2, Henry V); at end, Anglo Norman units in France reduce to one unit per area; Henry V returns to any Anglo Norman area in Britain; if no area, Henry V dies. Special alliance possible with Burgundians.
French:	Any one French area (5, Joan of Arc) or Auvergne if none; special alliance possible with Burgundians.
Burgundian:	Burgundy (2, Charles the Bold); special alliance possible with French and/or Anglo Normans.
Pole:	Poles may "combine kingdoms" with Lithuanians.
Ottoman:	Nicea (8, Mohammed II).
Boats:	Spanish (half), Italian

## BREAKDOWN OF EACH TURN

- (1) Resolve any "Turn Start" events as written on the Turn Record Chart.
- (2) For each nation on the Order of Play chart
  - (a) Placement of units according to the Turn Record Chart
  - (b) Pre-move combat as a result of (a)
  - (c) Population increase
  - (d) Movement
  - (e) Combat as a result of (d)
  - (f) Repeat (d) and (e) as applicable - twice for Major Invasion, indefinite for forces that "fight as they move".
- (3) Resolve any "Turn End" events as written on the Turn Record Chart.
- (4) Count and record any Victory Points for the Turn.

**HISTORY OF THE PERIOD**

- 376- Huns attack Ostrogoths in southern Russia. Visigoths attempt to fight off the Huns, but fail and seek refuge within the Roman Empire. Having sucked Greece and Epirus dry, Visigoths head towards Rome forcing Romans to pull back troops from northern frontier. This allows the Vandals, Alans and Suevs to cross the Rhine and plunder Gaul, and get away from the marauding Huns. Vandals push south into Spain. The Franks and Burgundians follow the trail of chaos into Gaul.
- 410 Rome is sacked by the Visigoths, who then leave Italy and head for south west Gaul.
- 429 Vandals cross into North Africa.
- 439 Vandals plunder Carthage.
- 450 Attila marches against the Visigoths in Gaul.
- 455 Vandals cross the Med and sack Rome by sea, and return to Africa.
- 476 Odoacer is appointed king in Italy.
- 488 Theodoric travels from Serbia to Rome.
- 493 Ostrogoths rule Italy, having killed Odoacer.
- 500? Constantinople's defences are strengthened with multiple walls.
- 532 Belisarius quells revolt in Constantinople, then heads to North Africa where he defeats the Vandals.
- 536 Belisarius sails to Sicily, and three years later retakes Rome from the Ostrogoths.
- 540s Persians take Antioch from Byzantines, but lose it again later.
- 552 Belisarius retakes all of Italy, recovering the Mediterranean islands and Spain from the Visigoths, and hold onto it until 629 (when the Visigoths take it back)
- 568 Lombards move south into Italy.
- 570s Slavs and Bulgars, driven by Avars behind them, move south into Dalmatia and Macedonia.
- 587 Visigoth king adopts Catholicism.
- 622 Muhammed's hejira (flight of prophet from Mecca to Medina) is regarded as start of Moslem era.
- 626 Avars and Persians lay siege to Constantinople, but lose.
- 628 Byzantines reoccupy Syria, Palestine and Egypt.
- 632 By Muhammed's death, Moslem beliefs spread throughout Arabia.
- 640-650 Muslims conquer Persia, Syria and Egypt.
- 670 Moslems spread to Morocco.
- 711 Muslim Berbers attack Spain.
- 718 Muslims control 95% of Spain.
- 732 The Franks, led by Charles (The Hammer) Martel fights and defeats the Muslims at the Battles of Tours and Poitiers in southern Gaul.
- 755 Franks move south into Italy against the Lombards. Lombards submit.
- 756 Umayyad prince, Abd al Rahman I, having escaped Abbasid massacre of family, establishes emirate at Cordoba, in Spain.
- 768-814 Charlemagne, king of Franks.
- 843 Split of Frankish kingdom.
- 875 Arabs raid Sicily and defeat Byzantines.
- Late 9th C. Magyars raid Italy, Germany and France.
- 955 Defeat of Magyars by Otto I, German king.
- 962 Otto proclaimed Holy Roman Emperor.
- 976-1025 Basil II (The Bulgar Slayer)
- 1016 Canute, king of England until 1035.
- 1066 Battle of Stamford Bridge; Battle of Hastings
- 1096-97 1st Crusade
- 1145-49 2nd Crusade.
- 1169-71 Saladin invasion of Egypt.
- 1187 3rd Crusade
- 1202 4th Crusade
- 1237-41 Genghis Khan invasion of Europe, overrunning southern Poland, Russia and Hungary, but after defeat at battle in Silesia, returns east.
- 1271-1295 Marco Polo on his travels in the Far East.
- 1316-19 Famines in Western Europe, Zuider Zee flooded
- 1348-50 Black Death across Europe
- 1337-1453 Hundred Years War
- 1346 Battle of Crecy.
- 1356 Battle of Poitiers.
- 1378 Papal schism.
- 1389 Timur leads Muslim Turks against Mongols.
- 1415 Battle of Agincourt.
- 1431 Joan of Arc condemned to be burned as a heretic.
- 1444 Last "western" Crusade.
- 1453 Constantinople falls to the Turks.
- 1453-71 War of the Roses.
- 1478 Ivan the Great captures Novgorod

**RECOMMENDED READING**

The best introduction to the period is *The Penguin Atlas of Medieval History* by Colin McEvedy (\$4.95) which covers the period of Conquest Europa. The book steps through the period 362 to 1478 AD, and contains maps at about 70 year intervals showing the various empires, and also includes details on trading routes. Unfortunately, there is no bibliography in this book to suggest further reading. Check out any decent bookshop or your local library.

